Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	2	"016262".apn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:23
L2	1	(back near solv$3) with optimiz$5	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:24
L3	0	(what near if).ti.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:24
L4	7671	constrain$3 with optimiz$5	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:24
L5	79	(back with solv$3) with optimiz$5	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:28
L6	10	4 and 5	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:25
L7	4	6 and @ad<"20011102"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:28
L8	95	((back with solv$3) or "goal-seeking") with optimiz$5	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:28

L9	14	8 and 4 and @ad<"20011102"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:45
L10	6	9 and (plan$4 with calculat$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:32
L11	0	9 and (cube with calculat$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:32
L12	1	9 and (dimension$2 with calculat$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:33
L13	1	8 and (707/1).ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:43
L14	25888	(complex with plan$4)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:43
L15	339	14 and 4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:44
L16	31	15 and (dimension$2 with calculat$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:44

L17	1	16 and 8	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:44
L18	8	16 and (solv$4 with optimiz$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:44
L19	3	18 and @ad<"20011102"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/12/30 14:45

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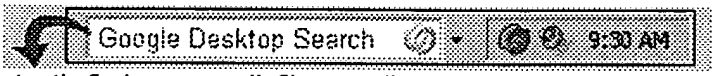

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1 Boolean operations on 3D selective Nef complexes: optimized implementation and experiments

Peter Hachenberger, Lutz Kettner

June 2005 **Proceedings of the 2005 ACM symposium on Solid and physical modeling**

Publisher: ACM Press

Full text available: pdf(402.53 KB) Additional Information: full citation, abstract, references, index terms

Nef polyhedra in *d*-dimensional space are the closure of half-spaces under boolean set operation. In consequence, they can represent non-manifold situations, open and closed sets, mixed-dimensional complexes and they are closed under all boolean and topological operations, such as complement and boundary. They were introduced by W. Nef in his seminal 1978 book on polyhedra.We presented in previous work a new data structure for the boundary representation of three-dimensional Nef polyhedra ...

Keywords: B-rep, CSG, algorithms, benchmark, boundary evaluation, completeness, data structures, exactness, experiments, nef polyhedra, non-manifold, robustness, unbounded polyhedra

2 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

3 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press
Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

4 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Publisher: IBM Press
Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

5 The elements of nature: interactive and realistic techniques
Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

6 Query evaluation techniques for large databases
Goetz Graefe
June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2
Publisher: ACM Press
Full text available: pdf(9.37 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for accessing and manipulating large sets and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models exacerbate the problem: In order to manipulate large sets of complex objects as efficiently as today's database systems manipulate simple records, query-processi ...

Keywords: complex query evaluation plans, dynamic query evaluation plans, extensible database systems, iterators, object-oriented database systems, operator model of parallelization, parallel algorithms, relational database systems, set-matching algorithms, sort-hash duality

7 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.19 MB) Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

8 Real-time shadowing techniques

Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilgard, Marc Stamminger

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(11.17 MB) Additional Information: full citation, abstract

Shadows heighten realism and provide important visual cues about the spatial relationships between objects. But integration of robust shadow shadowing techniques in real-time rendering is not an easy task. In this course on how shadows are incorporated in real-time rendering, attendees learn basic shadowing techniques and more advanced techniques that exploit new features of graphics hardware.The course begins with shadowing techniques using shadow maps. After an introduction to shadow maps and ...

9 Facial modeling and animation

Jörg Haber, Demetri Terzopoulos

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

10 Projectors: advanced graphics and vision techniques

Ramesh Raskar

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(6.53 MB) Additional Information: full citation

11 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

12 Gross motion planning—a survey
Yong K. Hwang, Narendra Ahuja
September 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 3
Publisher: ACM Press
Full text available: pdf(6.40 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Motion planning is one of the most important areas of robotics research. The complexity of the motion-planning problem has hindered the development of practical algorithms. This paper surveys the work on gross-motion planning, including motion planners for point robots, rigid robots, and manipulators in stationary, time-varying, constrained, and movable-object environments. The general issues in motion planning are explained. Recent approaches and their performances are briefly described, a ...

Keywords: collision detection, computational geometry, implementation, motion planning, obstacle avoidance, path planning, spatial representation

13 Computational strategies for object recognition
Paul Suetens, Pascal Fua, Andrew J. Hanson
March 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 1
Publisher: ACM Press
Full text available: pdf(6.37 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This article reviews the available methods for automated identification of objects in digital images. The techniques are classified into groups according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategies, which work on data appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situations involving reliable data and complex models, (3) approaches that fit models to the photometry and ...

Keywords: image understanding, model-based vision, object recognition

14 Technical reports
SIGACT News Staff
January 1980 **ACM SIGACT News**, Volume 12 Issue 1
Publisher: ACM Press
Full text available: pdf(5.28 MB) Additional Information: full citation

15 Cost-based optimization of decision support queries using transient-views
Subbu N. Subramanian, Shivakumar Venkataraman

June 1998 **ACM SIGMOD Record , Proceedings of the 1998 ACM SIGMOD international conference on Management of data SIGMOD '98**, Volume 27 Issue 2
Publisher: ACM Press

Full text available: pdf(1.58 MB) Additional Information: full citation, abstract, references, citings, index terms

Next generation decision support applications, besides being capable of processing huge amounts of data, require the ability to integrate and reason over data from multiple, heterogeneous data sources. Often, these data sources differ in a variety of aspects such as their data models, the query languages they support, and their network protocols. Also, typically they are spread over a wide geographical area. The cost of processing decision support queries in such a setting is quite high. Ho ...

16 Simplifying complex environments using incremental textured depth meshes
Andrew Wilson, Dinesh Manocha
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3
Publisher: ACM Press

Full text available: pdf(3.84 MB) Additional Information: full citation, abstract, references, index terms

We present an incremental algorithm to compute image-based simplifications of a large environment. We use an optimization-based approach to generate samples based on scene visibility, and from each viewpoint create textured depth meshes (TDMs) using sampled range panoramas of the environment. The optimization function minimizes artifacts such as skins and cracks in the reconstruction. We also present an encoding scheme for multiple TDMs that exploits spatial coherence among different viewpoints. ...

Keywords: interactive display, simplification, spatial encoding, textured depth meshes, walkthrough

17 An overview of query optimization in relational systems
Surajit Chaudhuri
May 1998 **Proceedings of the seventeenth ACM SIGACT-SIGMOD-SIGART symposium on Principles of database systems**
Publisher: ACM Press

Full text available: pdf(1.42 MB) Additional Information: full citation, references, citings, index terms

18 Computing curricula 2001
September 2001 **Journal on Educational Resources in Computing (JERIC)**
Publisher: ACM Press

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

19 The state of the art in distributed query processing
Donald Kossmann
December 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 4
Publisher: ACM Press

Full text available: pdf(455.39 KB) Additional Information: full citation, abstract, references, citings, index terms

Distributed data processing is becoming a reality. Businesses want to do it for many reasons, and they often must do it in order to stay competitive. While much of the infrastructure for distributed data processing is already there (e.g., modern network

technology), a number of issues make distributed data processing still a complex undertaking: (1) distributed systems can become very large, involving thousands of heterogeneous sites including PCs and mainframe server machines; (2) the stat ...

Keywords: caching, client-server databases, database application systems, dissemination-based information systems, economic models for query processing, middleware, multitier architectures, query execution, query optimization, replication, wrappers

20 Multiple-view geometry for image-based modeling

Jana Košecká, Yi Ma, Stefano Soatto, René Vidal

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(23.14 MB) Additional Information: full citation, abstract

This course presents the state of the art in multiple-view geometry, including methods and algorithms for reconstructing 3-D geometric models of scenes from video or photographs. This course is based on a novel approach to multiple-view geometry that only requires linear algebra, as opposed to more involved projective and algebraic geometry that most current methods employ. This new approach aims to make image-based modeling techniques accessible to a larger audience compared to existing ones. T ...

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  You can also enter a full question or concept in plain language.

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  Where are the sales offices?
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- Capitalize proper nouns to search for specific people, places, or products.

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  John Colter, Netscape Navigator
  ```

- Enclose a phrase in double quotes to search for that exact phrase.

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  "museum of natural history" "museum of modern art"
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- Exclude pages by using a - if a search term must not appear on a page.

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Combine these techniques to create a specific search query. The better your description of the information you want, the more relevant your results will be.

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museum +"natural history" dinosaur -Chicago
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  John Colter, Netscape Navigator
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  ```
  "museum of natural history" "museum of modern art"
  ```

- Narrow your searches by using a + if a search term must appear on a page.

  ```
  museum +art
  ```

- Exclude pages by using a - if a search term must not appear on a page.

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museum +"natural history" dinosaur -Chicago
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